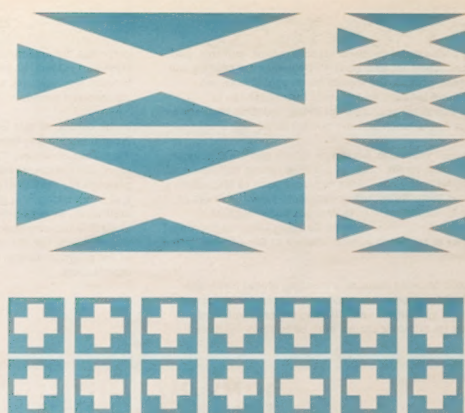
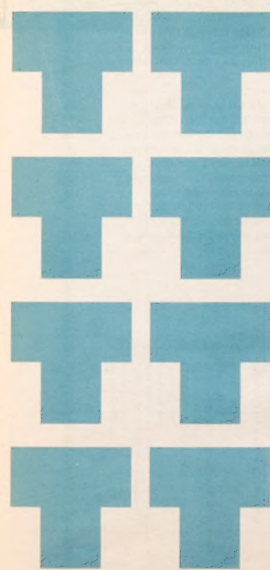
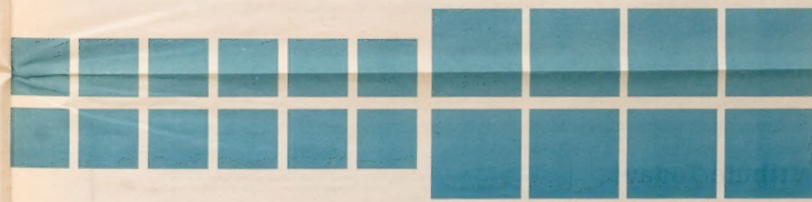


BUILDING CODES



SUGGESTIONS

Use these shapes for reference.
Cut them out and place them or draw your own directly onto the grid.
See the RULES for guidelines on placement.
Bring or mail your Programmable City to the show and we will add them to the collection of programmed cities.



THE RULES

The game is finished when your city is complete.

- One unit equals one inch of the model.
- Each development must be adjacent to another development.
- For every 8 units of housing placed in the city plan, there must be 3 shopping units, 2 industrial units and 1 park unit.
- For every 4 units of industrial space, there must be 1 unit of low-income housing.
- For every 3 units of low income housing, there must be 3 units of moderate income housing and 1 unit of luxury housing.
- All luxury housing must be placed within 3 units of a commercial development.
- No housing may be placed more than 10 units from a store or a factory.
- Buildings with more than 10 stories must be placed at least 4 units from the perimeter of the city.
- One half of highway units must be placed on the waterfront.
- There must be a drug-store for every 5 units of city.
- Housing adjacent to any waterfront or 3 unit park must be luxury housing, unless it is also adjacent to a brownfield or a highway.

- Low income housing cannot be placed within 3 units of high income housing, unless a blocker is placed between them. A blocker may be a highway, transit corridor, river, or medium income housing.
- There should be 1 unit of park per 10 units of non-park. Park units should occur in clumps of 3.
- Factories may not be placed within 5 units of high income housing or 3 units of medium income housing. This rule may be violated if the factory is adjacent to water. If the factory is within 2 units of high or medium income housing there must be a waterfront redevelopment plan to adapt the waterfront to recreational uses.
- At least 4 underdeveloped areas should be sited within 4 units of the Central Business District. These underdeveloped areas could include brownfields, light manufacturing, or low-income housing, but not public low income housing.
- 2ITs (Zones In Transition) exist in three states: (1) depressed light-manufacturing/low-income area (2) zone of radical culture (3) zone of multinational commerce.

BUILDING CODES

THE PROGRAMMABLE CITY

A project by the Center for Urban Pedagogy

Storefront for Art and Architecture 07.19.01 – 08.25.01

opening reception: Thursday July 19, 2001 6-8 pm

97 Kenmare Street, New York, NY 10012

Other BUILDING CODES projects

Building codes, coding communities
A window installation at the Lower East Side
Tenement Museum, 97 Orchard Street
On display through 8.31.01

A virtual public forum featuring a public
official, an architect, a developer, a sociologist,
a super, and a community activist alongside an
evolving display of landmarks in American
building regulation.

Can Tenements Live with Towers?
Recent Developments on the Lower East Side
CURY Graduate Center, 5th Avenue and 34th
Street
Saturday, October 6, 2001 11:15-1:15

A public discussion on what urban development is
and how it should work featuring a community
board representative, a
for-profit developer, a BID representative, a
community activist, and an urban historian.
Moderated by CUP.

Film series
Lower East Side Tenement Museum Basement
Theater
97 Orchard Street
August 16, 23, 30
All programs begin at 7 PM.


A series of films dealing with development,
tenements, public housing, Lincoln Center, and the
social control of space, featuring films from
Frederica Wabman, Third World Newsreel, and
Paper Tiger Television.

(Check anotherdevelopment.org/buildingcodes for more information on ongoing events.)

Francisca Benitez	Art Start Kids	Common Ground	Costas Kondylis & Associates	Principal	Fifth Avenue Committee	Edison Properties	Douglas Sarini	Vice President	Honest	Peter Marcuse	Municipal Arts Society	Director of Planning	NVC Department of City Planning	Joseph Rose	Director	Michael Rakowitz	Sandra Ruthford	Tenant Paralegal	Smith-Murdoch Company	Oscar Tuzson	Shop	Sharon Zukin
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Architectonics / Winka Dubeldam	Marie Christopher	Tenant Organization	210 Stanton Street	Marco Durant	Assistant Superintendent	55 Berry Street	Good Old Lower East Side (GOLES)	KW: a	Assemblyman Vito Lopez	MTV Legal Services	NYC Department of Buildings	Acting Commissioner	Place in History	REPOHistory	Shirley	Michael Sorkin	Frank Soto	Superintendent	55 Berry Street	Dan Wiley
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CONTRIBUTORS	Chelsea Housing Group	Duany Plater-Zyberk & Company	F.N. Mari Fujita Oliver Neumann	Institute for Advanced Architecture	Martin-Baxi Architects	MVRDV	Nils Norman	NYC Department of Housing, Preservation, and Development	Jack Freund	Executive Vice President	Rent Stabilization Association	Shirley	Michael Sorkin	Robert Werthamer
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Storefront for Art and Architecture
97 Kenmare Street, New York, NY 10012

BUILDING CODES

THE PROGRAMMABLE CITY

A project by the Center for Urban Pedagogy

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Building codes stand between diverse realms, cultures, and disciplines. They act as formal go-betweens for politics and architecture, provide the terrain for struggles between landlords and tenants, and provide formalizations of society's minimum conditions of living. Building regulations tie design into a much broader social fabric.

One hundred years ago, Lawrence Veiller and other activist designers took up the cause of housing reform with the goal of improving living conditions in places such as Manhattan's Lower East Side. Today, many designers view the realm of codes as an impediment to their work rather than as a promising zone for intervention. Building Codes is presented with hopes of returning critical interest to the administration of architecture.

While basic housing remains a pressing global issue, the field of building codes is ripe for a new kind of engagement, the arena of specialists and build-time arts. Different agents act on different scales, with oftentimes conflicted

CUP participants

James Anderson
Shelia Bugbee, Graphic coordinator
Matt Lamm
Andrea Miller
Felice Nguyen
Damon Rich, Project manager
Sam Stark, Liaison coordinator
Teresa Swennen, Photography coordinator
Dana Tasson
Rutten Woo

Storefront for Art and Architecture
Francisca Benitez
Chris Derks
Jens Nelson

Lower East Side Tenement Museum
Philip Cohen
Jennifer DePiazza

Art Start & Building Codes Student Project
Nicole Clare
Kate Permoser
Steven Pulford
Rebecca Wind
Andre Knights
Margot Liebman
Art Start Kids

CUP is a nonprofit research and design office dedicated to producing pedagogical and challenging work about the built environment. Since 1995, CUP has worked on publications, exhibitions, design proposals, research, and public art involving issues of community and urban planning, urban studies, and the political uses of architecture. For more information, see storefrontdevelopment.org or call 718-302-2336.

Contribute Today!

Storefront would not exist without the generous support of individuals like you!

Please become a part of Storefront's commitment to one of the most important alternative spaces for the advancement of architecture, art and design.

We hope that you will make your annual contribution today and help us ensure the vibrant future of Storefront.

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- Student/Artist \$25-\$49

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If you have any questions about making contributions to Storefront or would like information on corporate sponsorship, please call us at (212) 431-5765.

Please make your check payable to Storefront, and send it to: Storefront 97 Kenmare Street, NY, NY 10012.

Your contribution is tax deductible to the full extent of the law.

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STOREFRONT FOR ART AND ARCHITECTURE
97 Kenmare Street, New York, NY 10012
Tel 212.431.5765 Fax 212.431.5765
email info@storefrontnews.org

Gallery hours Tue-Sat 11-6 PM, Thu, 11-8 PM.
Admission to the gallery is free.

Directions: Storefront is located at the corner of Kenmare Street and Cleveland Place, near Lafayette Street one block south of Spring Street. **Trains 6** to Spring St. **N/A** to Prince St. and **N/D/F/Q** to Broadway/Lafayette.

Mission: Founded in 1992, Storefront for Art and Architecture is a nonprofit organization committed to the advancement of innovative positions in architecture, art and design.

Funding: Storefront for Art and Architecture is supported by the Stephen A. and Danna L. Goldberg Foundation, the Greenwall Foundation, the Jerome Foundation, the Rockefeller Foundation, the Andy Warhol Foundation for the Visual Arts, New York State Council on the Arts, National Endowment for the Arts, New York City Department of Cultural Affairs, and individual contributors.

Staff

Gallery manager: Chris Derks
Agency Manager: Frances Benitez
Summer 2001 Intern: Jens Nelson
Education Project: Damon Rich, James Anderson, Nicole Clare
Installation manager: Wes Rossi
Volunteers: Gabrielle Morris, Emma Morris, Deryn Olschew